



SONIC

THE COMIC

**DO
THE
TIME
WARP**

ON RETURN OF CHAOTIX!

**PLUS ...
KNUCKLES!**

**SONIC'S
WORLD!**

DECAP ATTACK!

**NEW
STORY**

FA '96 REVIEW! BATMAN Q ZONE! BALLHOG PIN-UP!

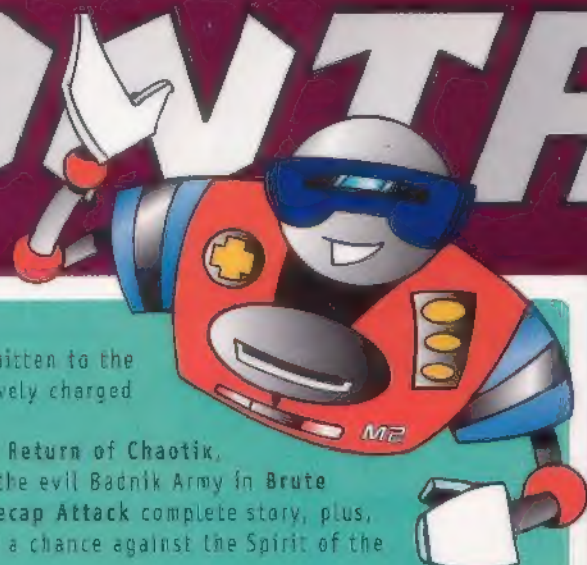
**£1.20 • No 70
2 FEBRUARY 1996**



FORTNIGHTLY

YOUR GUIDE TO THE WORLD OF SONIC THE COMIC (STC) & SEGA, PRESENTED BY YOUR HOST, MEGADROID.

CONTROL ZONE



Hey, Boomers!

If I had finger nails, they'd be bitten to the quick by now as this issue is positively charged with dynamic drama...

Sonic's imperilled in the past in Return of Chaotix, while the present is threatened by the evil Badnik Army in Brute Force. Nanny Knows Best in the Decap Attack complete story, plus, find out if Knuckles has a ghost of a chance against the Spirit of the Herd in The Graveyard.

Watch out, there's another Badnik about in our centre pages! Plus, there's the conclusion to the Batman Forever Q Zone. Also, as promised, Sega are giving away a mega Sonic & Knuckles Camera to everyone who has their handywork printed in Speedlines. There's plenty to sound off to STC about, so send those letters and drawings in and you too could be snap happy! See you in two weeks time (there's a FREE Sonic Valentine's Card for you to send to a mega-hume of your choice).

Megadroid

CREEPLY COMPO RESULTS!

STC has conjured up the results to issue 64's happening Halloween issue. All you had to do was name the vegetable commonly associated with Halloween. The answer was 'Pumpkin' and the following entrants names were plucked from Joshua Morris' attic - Well done (and thanks to all other Boomers who entered the Competition).

25 CREEPY TOWERS WINNERS

Ben Anderson, Stavanger, Norway. James Ashdown, Tolpuddle, Dorset. William Burrows, Grantham, Lincs. Shaun Chadwick, Sutton Coldfield, W Midlands. Sally Clarke, St Andrews, Bristol. Sam Fleet, Grimsby, S Humberside. Joe Gallagher, Nottingham. Shaun Gallagher, Yaldley, Birmingham. Adam Griffiths, Weanefield, Wolverhampton. Tom Griffiths, Templecombe, Somerset. Chris Hall, S Glamorgan, Wales. Timothy Heath, Wythe, Southampton. Rachel

Hendry, Bexleyheath, Kent. Rachael Hodgson, Shildon, Co Durham. Sam Hood, Dundee, Scotland. Tom Hunter, Woodford Green, Essex. Shannon Kavanagh, Tamworth, Staffs. Daniel Key, Halvern, Worcs. Ross O'Reilly, Newton Abbott, Devon. Ian Patch, Drifffield, E Yorks. Gina Phan, St Andrews, Bristol. Jan Ross, Croydon, Surrey. Bernie Siddall, Coventry. W Midlands. Kel Sand Sin, Fareham Common, Bucks. Craig Stewart, Tynemouth, Sunderland.

30 CREEPY CAN WINNERS

Richard Davis, Dyfed, Wales. Ross Ducker, Sheffield, S Yorks. Tom Nathan Farre, Buckhurst Hill, Essex. Ryan Field, Colchester, Essex. Bryan Gale, Nr Camberley, Surrey. Oliver Grant, Frettenham, Norwich. Alex Halford, Derby, S Yorks. Michael Harkness, Newcastle-upon-Tyne. Joe Harrison, Cirencester, Glos. Cormac Holohan, Mitcham, Surrey. Ross House, Chalfont St Peter, Bucks. Stephanie Jones, Burton-on-Trent, Staffs. Richard Knight, Folkestone, Kent. Tim Kowall, Blackheath, London. Fung Lam, N Glamorgan, Wales. Matthew Lamba, Leicester. C Lazenby, Torquay, Devon. Jasmine Legg, Leeds, S Yorks. Conal McBride, Newry, N Ireland. Conor McCarthy, Belfast, N Ireland. Ricky Millar, Coventry, W Midlands. Bobby Murray, Belfast, N Ireland. Adrian Parker, Barrow-in-Furness, Cumbria. Robert Parkhouse, Newton Abbott, Devon. Terence Pearce, Halifax, W Yorks. James Power, Mill Hill, London. Richard Rout, Hull, N Yorks. Thomas Stanton, Walthamstow, London. Luke Toms, Harrow, Middlesex. Gemma Wouters, Rochester, Kent.

SEGA

CHARTS
COMPILED
BY
GALLUP



↑ up/down RE/NEW entry ● non mover

MEGA DRIVE

- 1 NEW FIFA SOCCER '96
- 2 ● MICRO MACHINES '96
- 3 ↓ MORTAL KOMBAT 3
- 4 ↓ FIFA SOCCER '95
- 5 ● MICKEY MANIA
- 6 ↓ PGA TOUR GOLF 3
- 7 RE MICRO MACHINES 2
- 8 RE THEME PARK
- 9 RE SONIC AND KNUCKLES
- 10 RE SONIC THE HEDGEHOG 2

MEGA-CD

- 1 ↑ SOULSTAR
- 2 RE ETHERAL CHAMPIONS
- 3 ↑ EARTHWORM JIM
- 4 ↓ GROUND ZERO TEXAS
- 5 ↓ BRUTAL: PAWS OF FURY
- 6 ↓ MICKEY MANIA
- 7 RE SEGA CLASSICS
- 8 ↓ NBA JAM
- 9 ↓ WORLD CUP USA '94
- 10 RE SNATCHER

MASTER SYSTEM

- 1 ↑ MICKEY MOUSE 2
- 2 ● ROBOCOP V TERMINATOR
- 3 ↓ SONIC THE HEDGEHOG
- 4 ● JAMES POND 2 - ROBOCOD
- 5 RE STREETS OF RAGE
- 6 ↓ THE LION KING
- 7 NEW ECCO
- 8 ● ASTERIX AND THE SECRET MISSION
- 9 RE SONIC THE HEDGEHOG 2
- 10 ↓ JUNGLE BOOK

GAME GEAR

- 1 ↑ STAR TREK: GENERATIONS
- 2 ↑ SONIC CHAOS
- 3 ↑ THE LION KING
- 4 RE DRAGON: THE BRUCE LEE STORY
- 5 ↓ STRIDER 2
- 6 ↑ SONIC DRIFT RACING
- 7 ↓ FANTASTIC ADVENTURES OF DIZZY
- 8 RE DROPZONE
- 9 RE SONIC THE HEDGEHOG 2
- 10 RE CJ'S ELEPHANT ANTICS

● JOURNAL: Deborah Tate

● ASSISTANT EDITOR: Andrew Wong

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● MANAGING EDITOR: Richard Beaton

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SONIC

THE MOVIE

The Return of Chaotix

Part 4

Script:
MIAMI KETCHUM

Art:
RICHARD ELSON

Lettering:
TRAJE DE VILLE

THE BROTHERHOOD OF METALLIX HAVE TRAVELLED BACK IN TIME AND CHANGED HISTORY!

NOW THEY RULE PLANET MOBILUS AND THE FEW REMAINDERS OF THE RIGHTFUL POPULATION ARE FORCED TO HIDE BENEATH THE PLANET'S SURFACE.

SONIC AND CHAOTIX ARE TRYING TO FIGURE OUT WHAT TO DO NEXT!

I JUST DON'T BELIEVE THIS!

DOCTOR KINTOSOR, HAVE YOU HEARD OF A BRUTAL PICTATOR BY THE NAME OF DOCTOR ROBOTNIK?

ROBOTNIK? NO... I'D REMEMBER A NAME AS STUPID AS THAT!

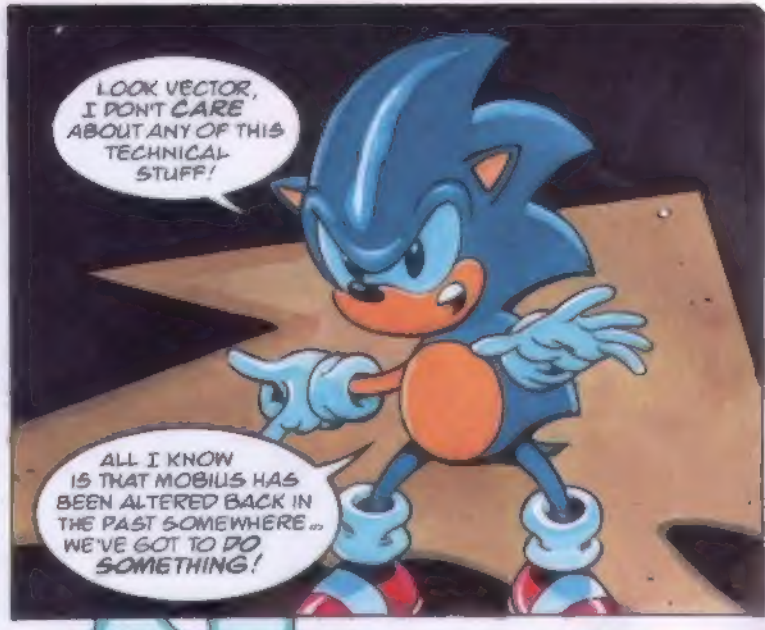
DOCTOR ROBOTNIK IS YOU! AT LEAST THAT'S WHO YOU WERE SUPPOSED TO CHANGE INTO... BEFORE THE METALLIXES ALTERED HISTORY, THAT IS!





WAIT A MINUTE ... HOW COME YOU HAVEN'T BEEN AFFECTED BY THIS CHANGING OF THE PAST?

IT MUST BE BECAUSE WE WERE ON THE MIRACLE PLANET. WE WERE ISOLATED FROM THE EFFECT SOMEHOW.



LOOK VECTOR, I DON'T CARE ABOUT ANY OF THIS TECHNICAL STUFF!

ALL I KNOW IS THAT MOBIUS HAS BEEN ALTERED BACK IN THE PAST SOMEWHERE... WE'VE GOT TO DO SOMETHING!

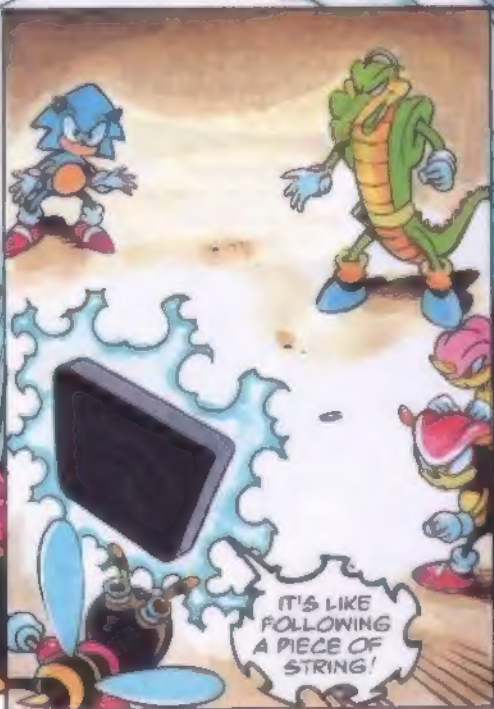


OMNI ... BOOT YOURSELF UP, OLD FRIEND, I HAVE AN IDEA!

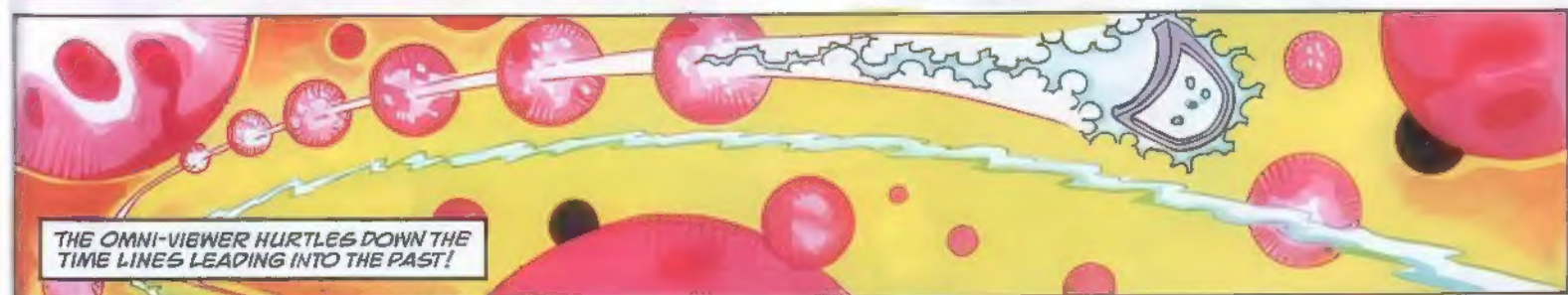
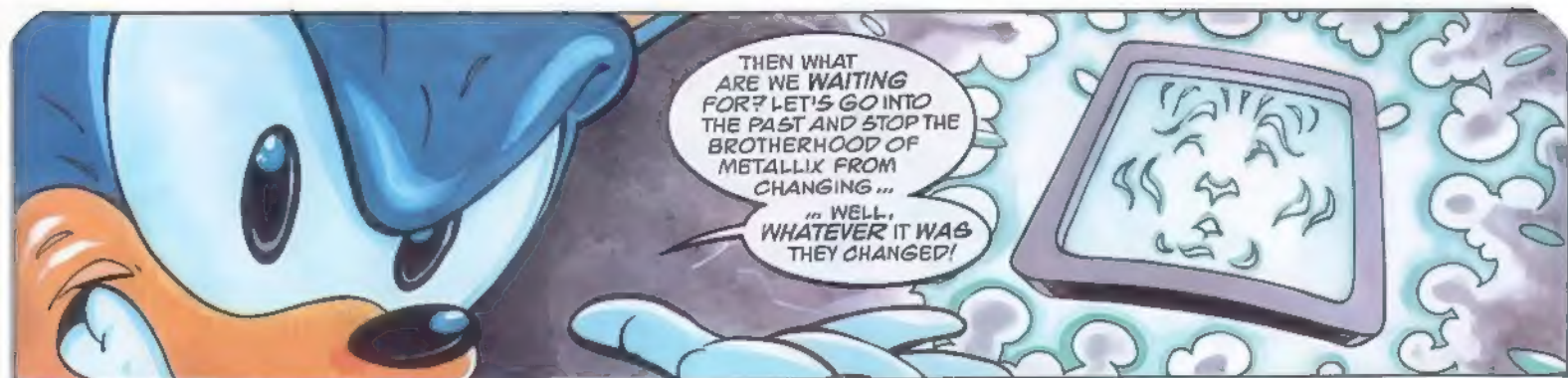
BE RIGHT WITH YOU, VECTOR ...

OMNI-VIEWER, DIDN'T YOU ONCE TELL ME ABOUT HOW IT'S POSSIBLE TO TRACK SOMEBODY TRAVELLING IN TIME ? ...

SURE ... ANY TIME TRAVELLING LEAVES A CHRONOTRON TRAIL IN THE TIME LINES!



IT'S LIKE FOLLOWING A PIECE OF STRING!





CHAOTIX
ATTACK!

ACTION AT
LAST! I WAS GETTING
PLENTY SICK OF ALL
THE YACKING!

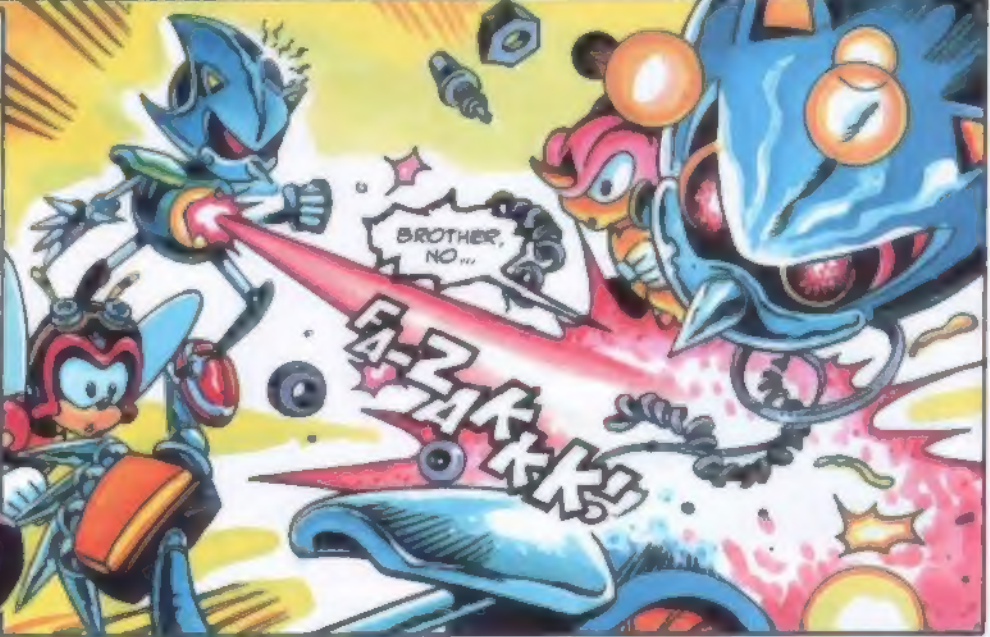
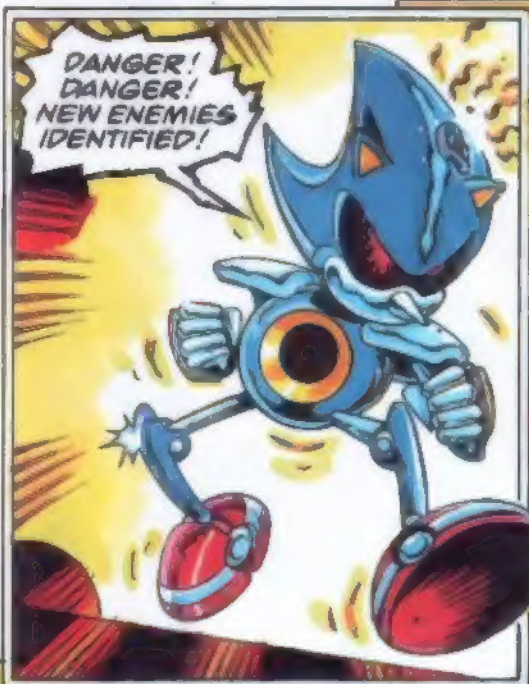


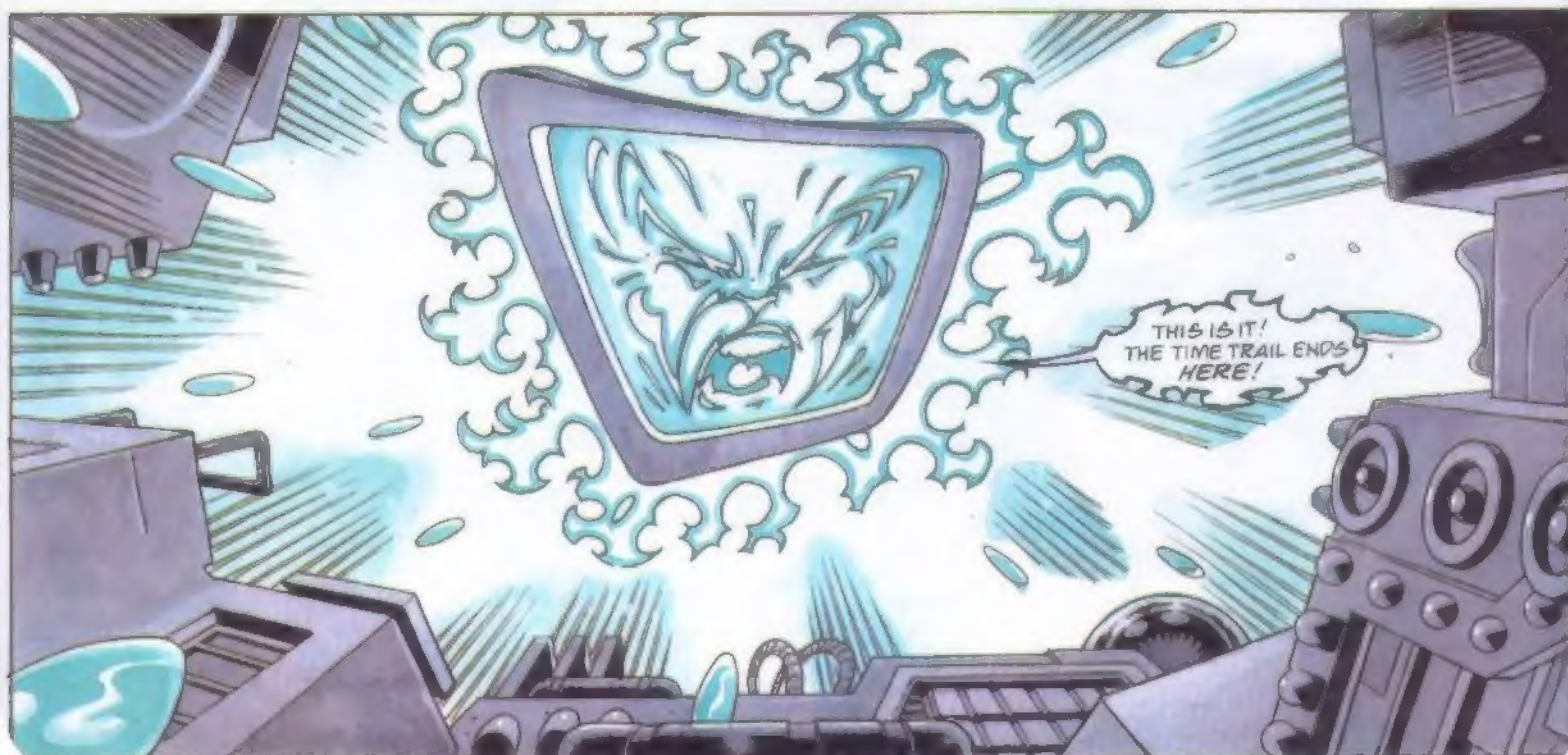
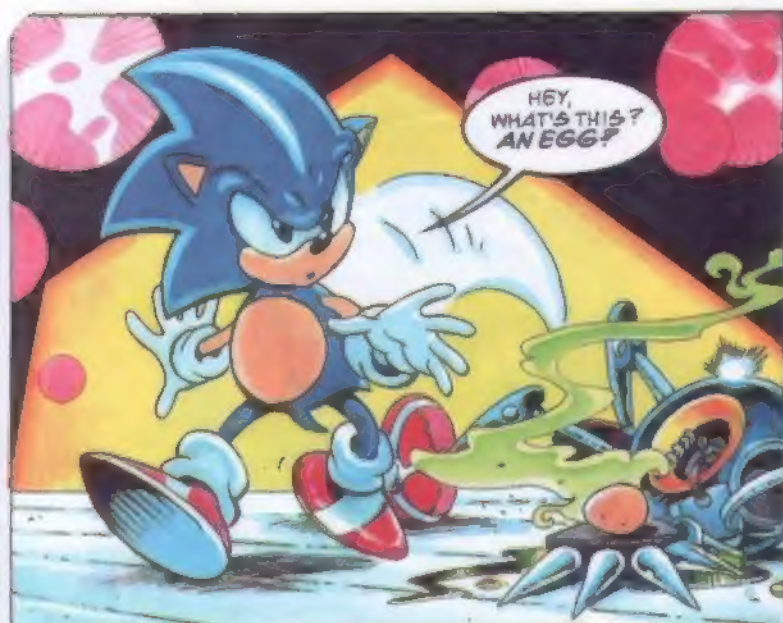
WATCH OUT, MIGHTY,
THAT METALLIX NEARLY
GOT YOU, YESSIREE-
BOB!

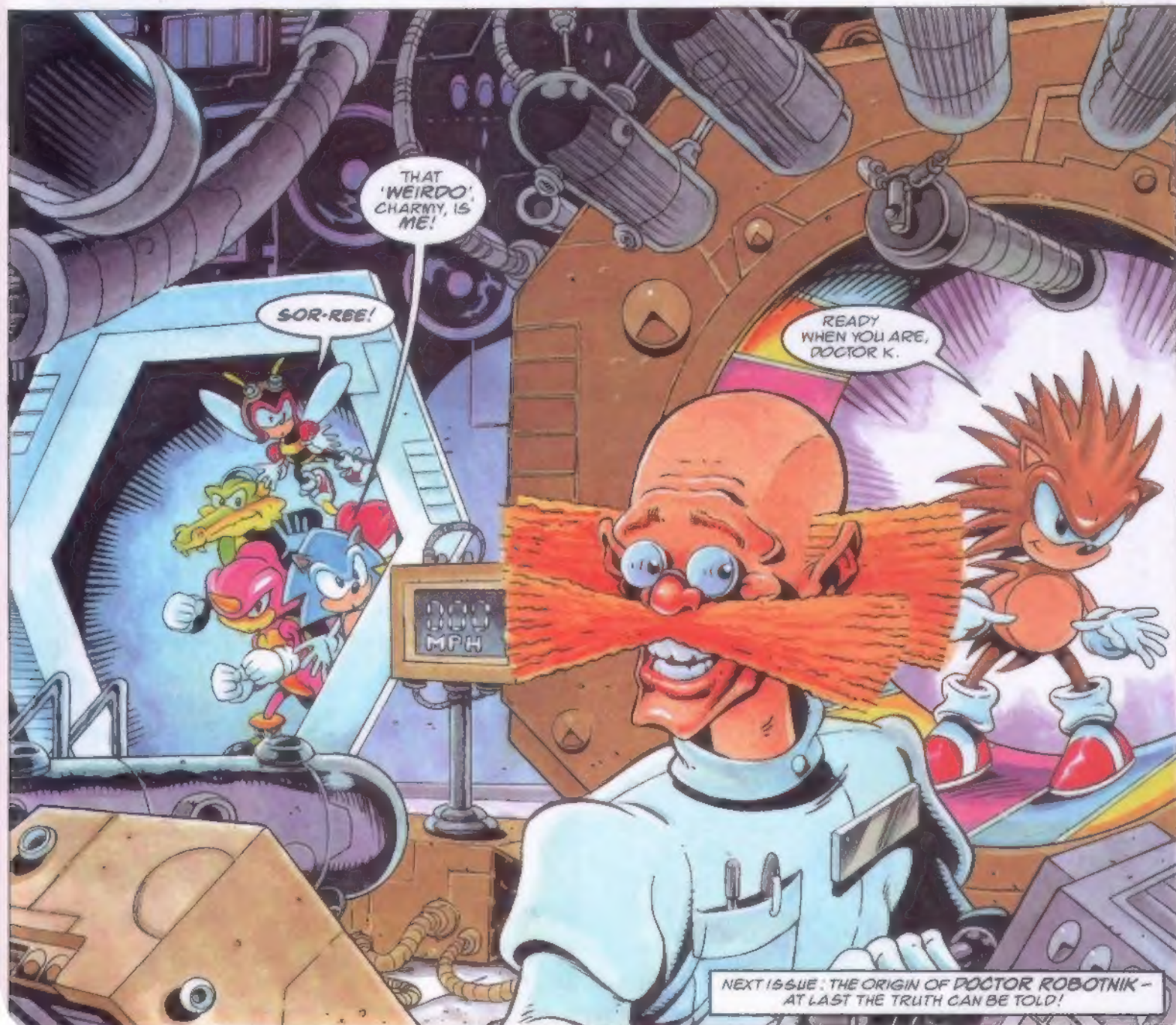
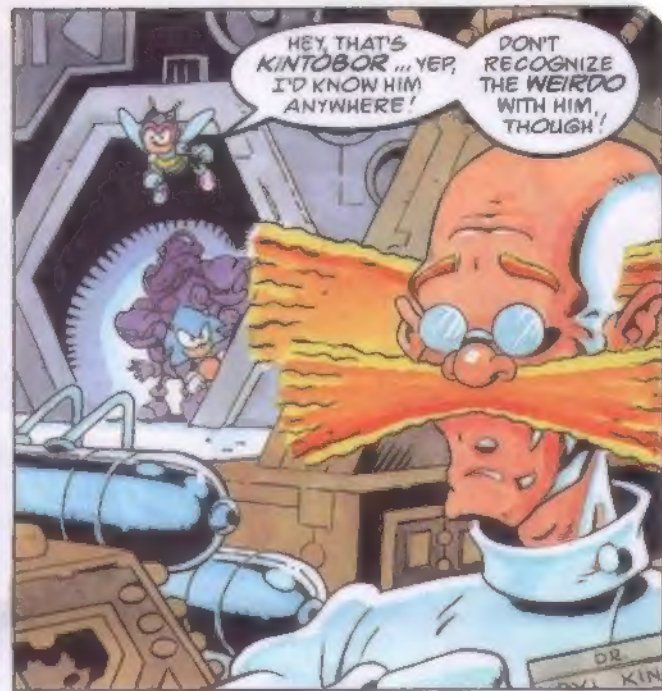
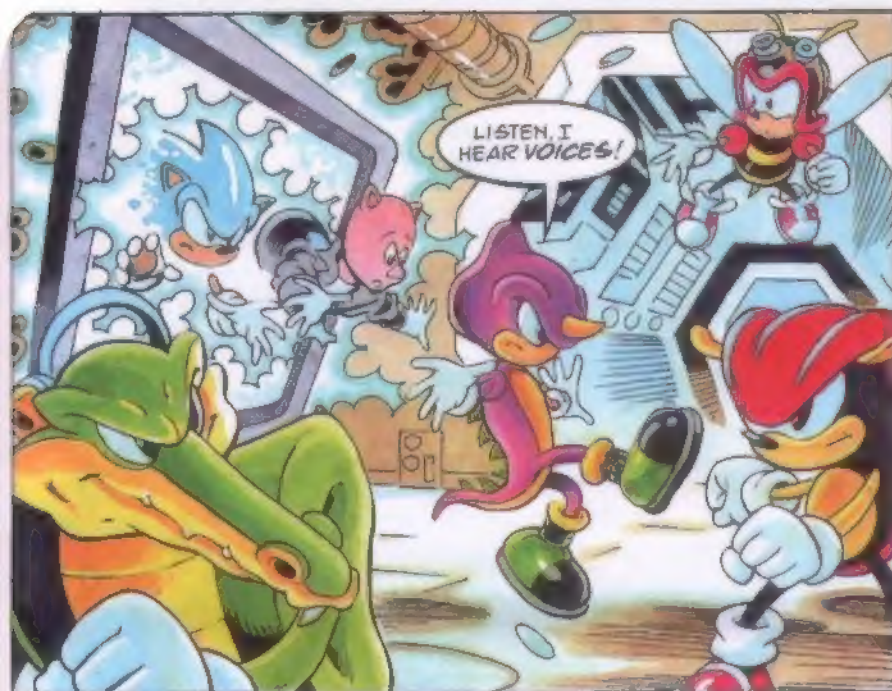
HUH, IF HE HAD,
AT LEAST I WOULDN'T
HAVE TO LISTEN TO YOU
ANY MORE, CHARMY!

CREW,
TRY TO GET INTO
FORMATION...

FORGET IT,
VECTOR... WE'VE
NO TIME FOR BATTLE
PLANS NOW!







REVIEW ZONE

YOUR GUIDE TO NEW GAMES RELEASES FOR THE SEGA SYSTEMS

STC'S RATING SYSTEM
UNDER 40 = YAWNsville

40-70 = NORMALsville
70-80 = FUN CITY

80-90 = BIG TIME CITY
OVER 90 = MEGA CITY

FIFA SOCCER '96

Reviewed by Chris Jones



GAME TYPE: SPORT
PLAYERS: 1-4

PUBLISHER: ELECTRONIC ARTS
PRICE: £44.99



"Goal", "Goal", "Goal", "Goal", is the shout heard as your shot hits the back of the net in FIFA Soccer '96. The game is brought to you by those sports sim kings Electronic Arts, and they've given 110% to make the finest soccer game seen on the Mega Drive yet.

soccer atmosphere - but with its new options you can get even more involved with the game. The new facilities include players that react to different coaching strategies, a 'create team mode' that allows you to assemble your own dream team, and a league creation system that enables you to set up leagues

They have improved the earlier versions and crammed in more options than ever before.

FIFA Soccer '96 drops you right in the middle of the world's most popular game. We already know that its graphics, sound and gameplay create an intense





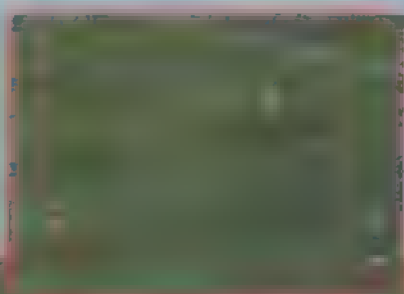
that mirror 300 international club and country teams. Your players will be accurately rated and characterised to play like their real-life counterparts. When you pick Manchester United, Eric Cantona will be the real 'Ooh', 'Aah'!

The game is played on a three-dimensional, diagonally sloping pitch with a great stadium atmosphere. The graphics are good and the detail of the animation allows for flying headers, overhead kicks, tricky backheels, one-two's and volleys. The



game is harder than the original versions to master. Computer controlled teams are not a pushover anymore. You need to think football to win. Passing, set plays and patience are the keys rather than punting the ball down field Wimbledon style and shooting a goal from 40 yards.

FIFA Soccer '96 also has endless play options. You can choose your strategies and opt for 'Attack' combined with a 'Sweeper' system. You can also have practice sessions with your team where you can set up training drills with attackers against defenders. Finally, there is also a transfer market, so you can attempt to buy success. The only criticism is that teams' strips don't always resemble their real-life ones. Arsenal don't play in all red shirts! Also perhaps the gameplay suffers from over-complicating all the different options. However, this is a game worth dipping into the transfer market for. By this I mean transferring it from the shop to your Mega Drive.



FINAL COUNTDOWN

RAVES

Soccer
magics!



GRAPHICS 95

SOUND 95

GRAVES

Not just a
game, oh



PLAYABILITY 80

OVERALLS 90

Decap Attack

NANNY KNOWS BEST

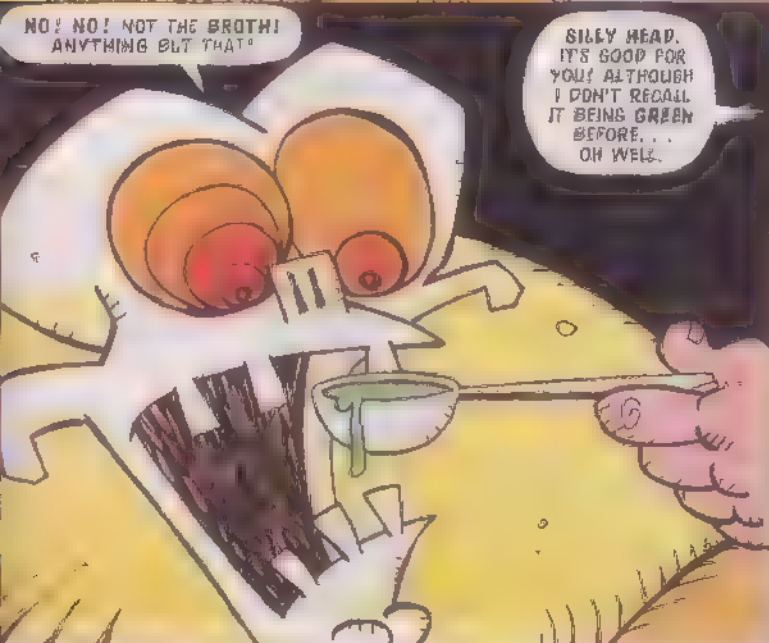
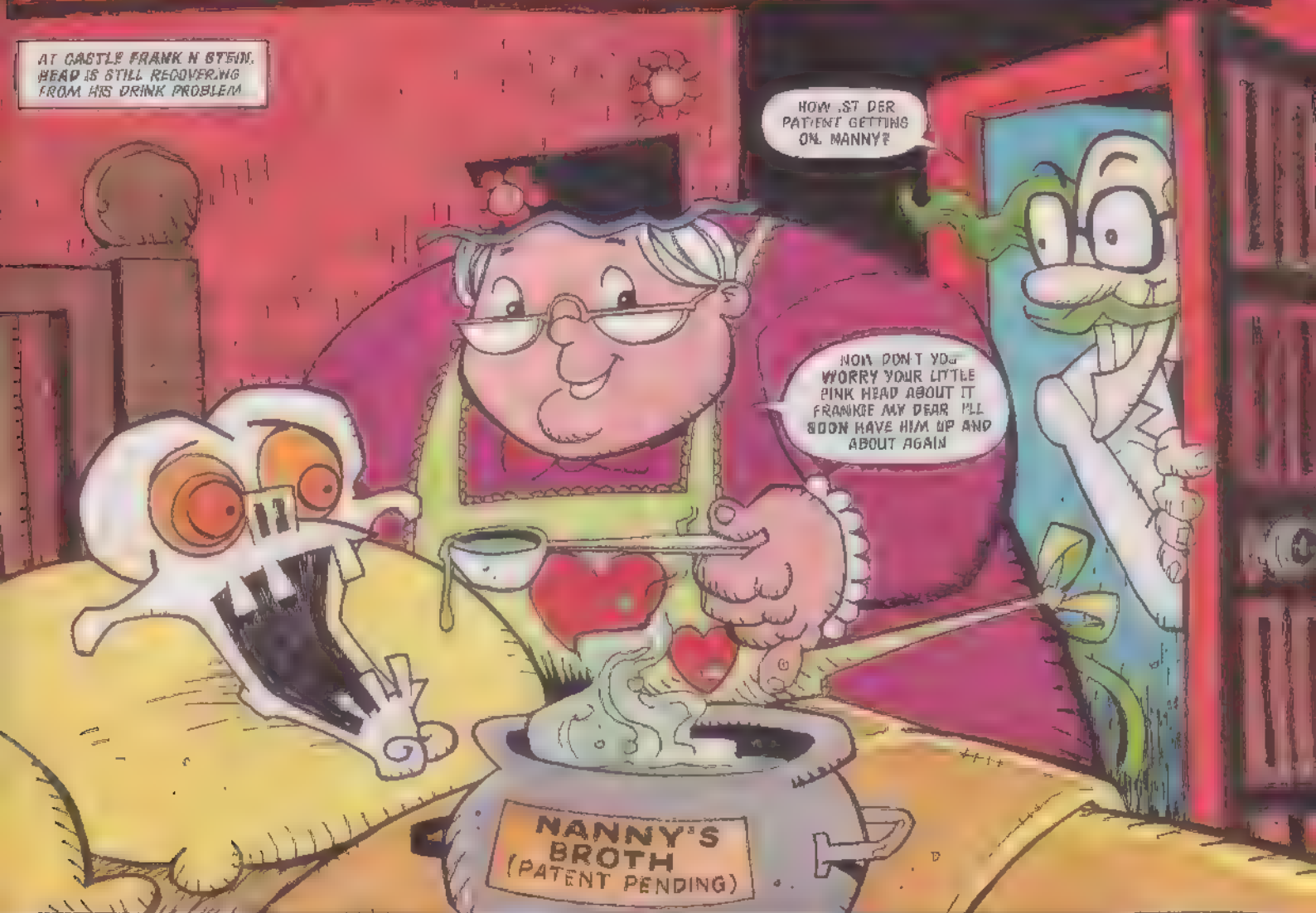
COMPLETE STORY

Script: NISSEL KITCHING & RICHARD RAYGER

Art: NISSEL KITCHING

Lettering: TONI FRANK

AT CASTLE FRANK N STEIN, HEAD IS STILL RECOVERING FROM HIS DRINK PROBLEM.





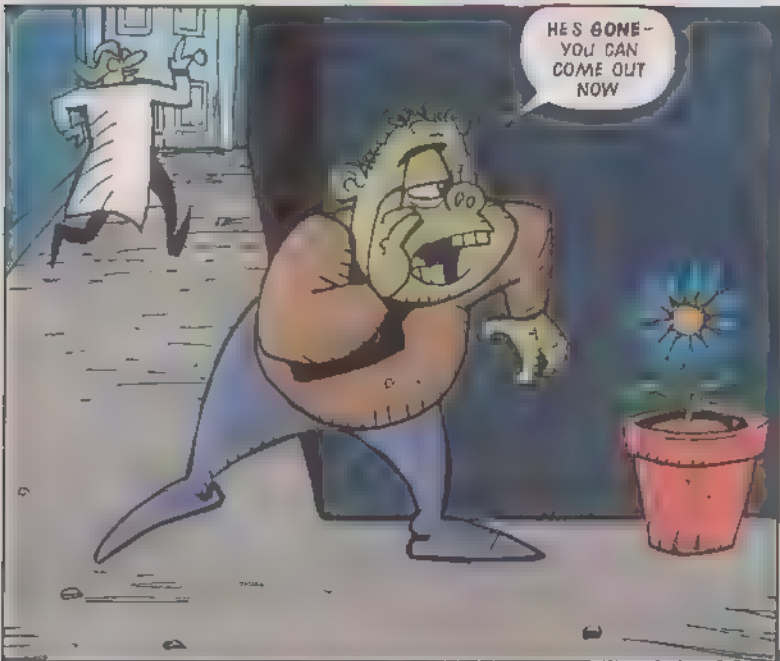
COULD BE BECAUSE SHE
POISONED HALF OF THE
MID-GLAMORGAN
LIGHT OPERATIC
SOCIETY

IT VOS ALL LIEB!



I VOS BROUGHT UP
ON NANNYS BROTH
UNT IT NEFFER DID
ME ANY HARM!

OBVIOUSLY!



HES GONE-
YOU CAN
COME OUT
NOW



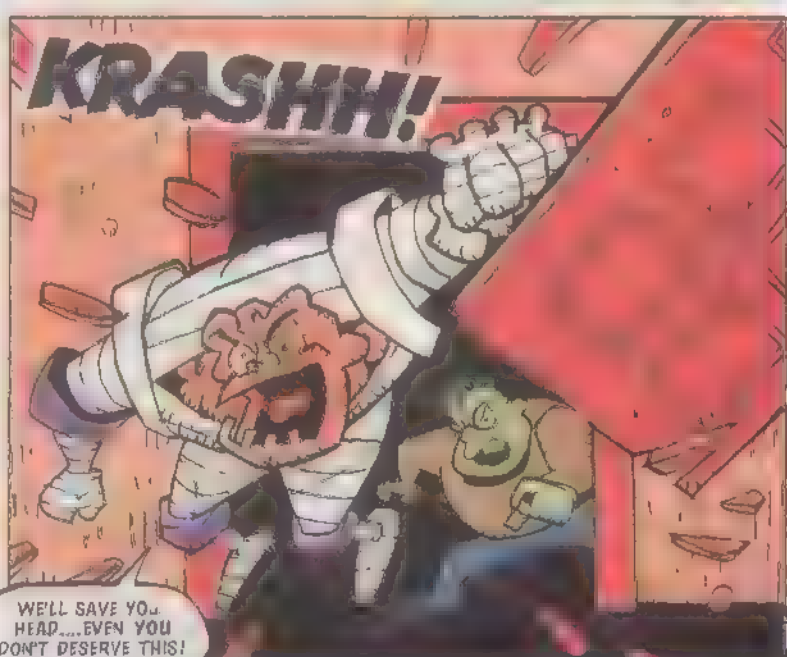
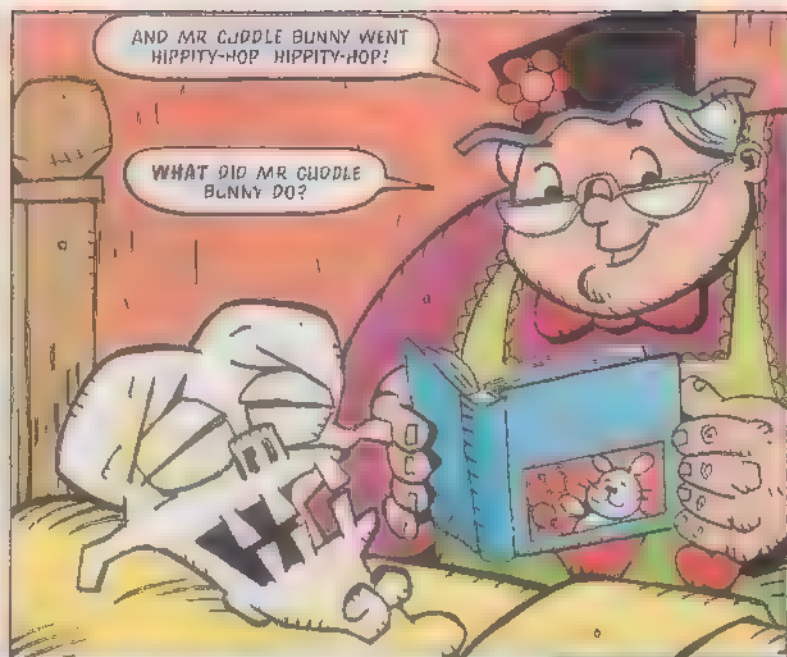
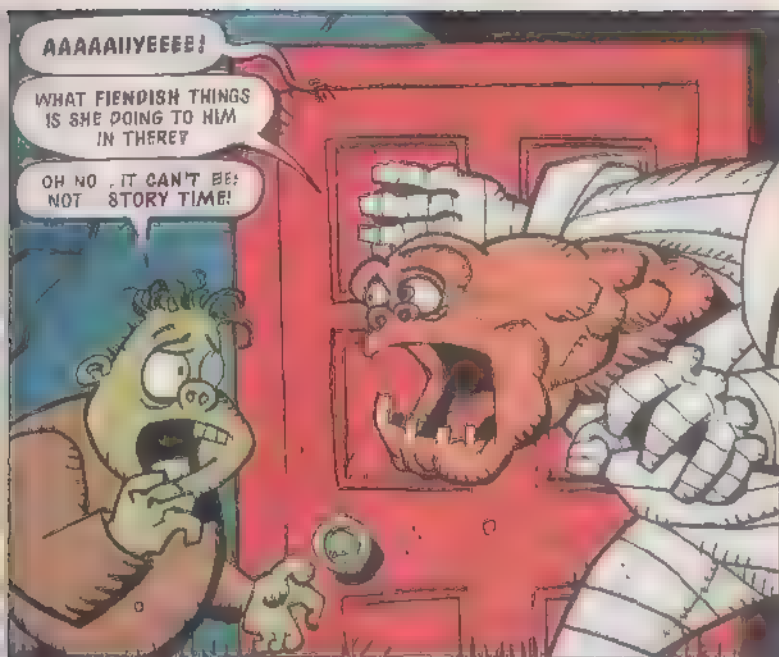
THANK GOODNESS
FOR THAT
I STILL DON'T UNDERSTAND
WHY YOU LET ME BACK
INTO THE CASTLE!

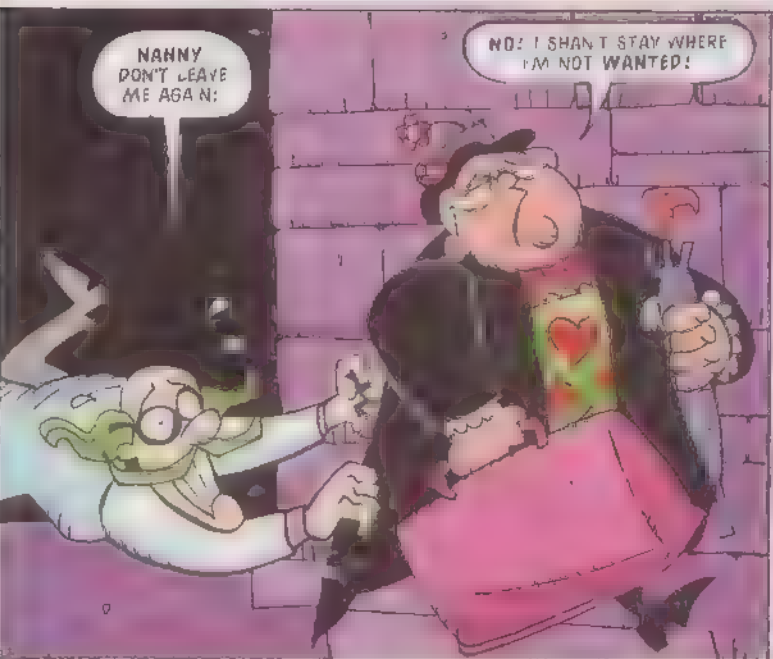
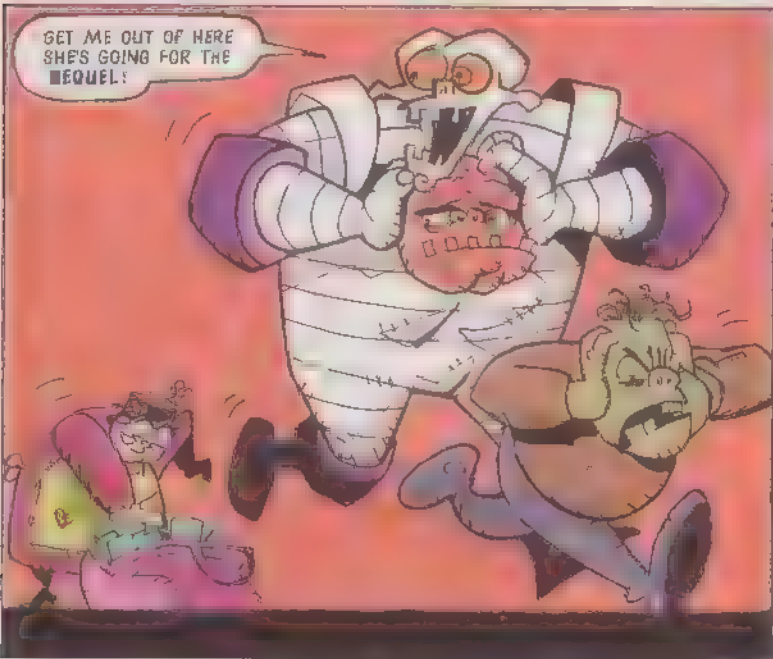
CHUCK WAS THROWN OUT LAST ISSUE MEGADRO D

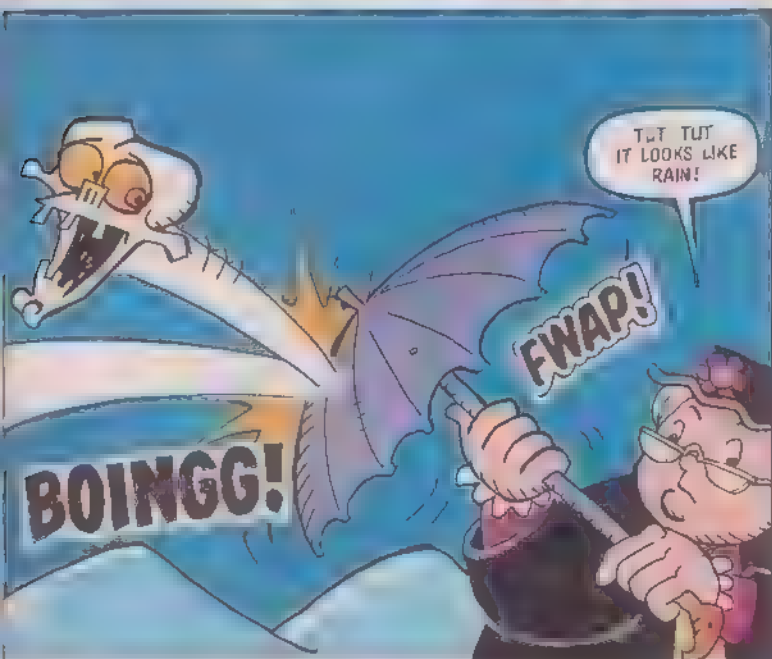
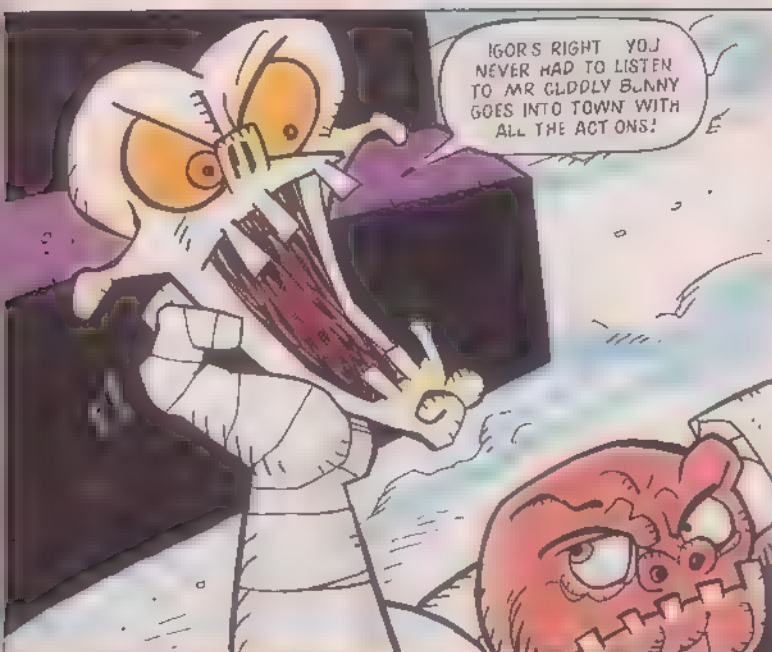


I NEED YOUR
HELP NANNY
HAS TO GO!

SHE MAKES JS GO
TO BED EARLY
AFTER BRUSHING
OUR TEETH. AND
NOW SHE PLANS TO
PAINT THE CASTLE
PINK!







KNUCKLES

The Graveyard

KNUCKLES HAS JOURNEYED TO THE KOHENYU GRAVEYARD.

HE CAME TO LOOK FOR A REPLACEMENT FOR THE DESTROYED MASTER EMERALD.

SUDDENLY HE FINDS HIMSELF FACING THE VENGEFUL SPIRIT OF THE HERD!

TIME TO PAY FOR YOUR SINS, ELHIDNA!

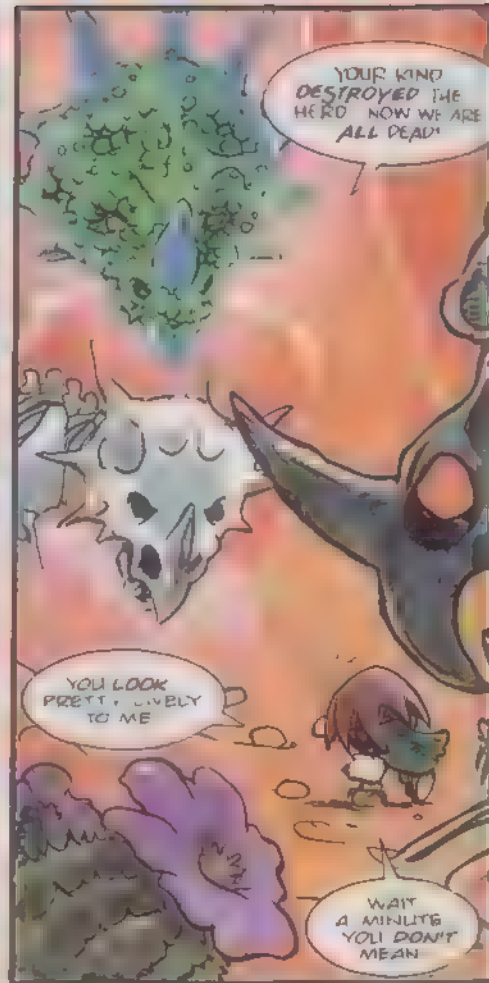
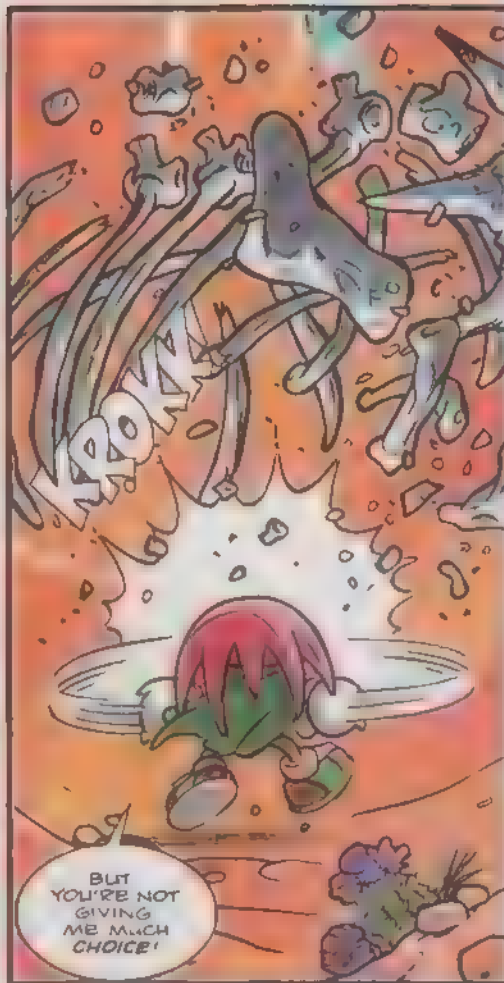
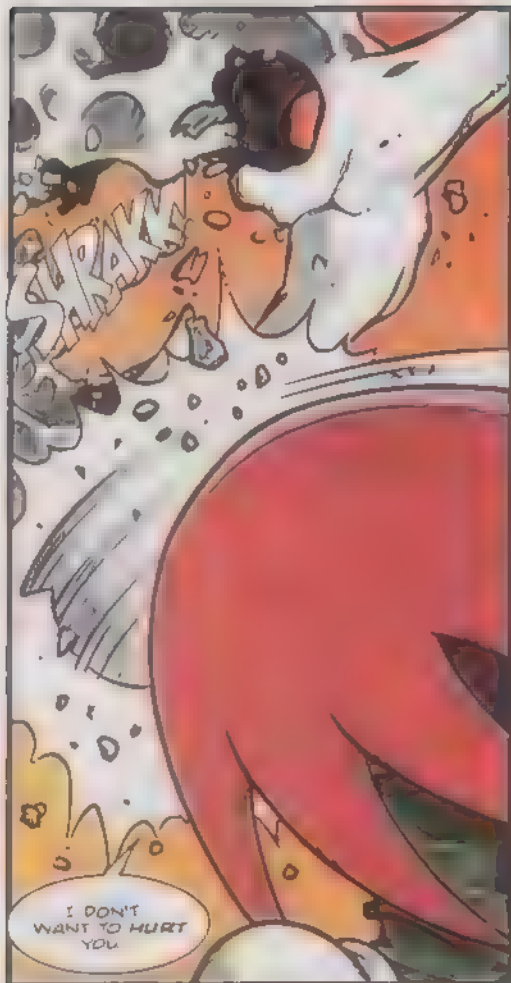
THE POISON FROM THE DRYAL IS GETTING TO ME. THEY SAY IT CAN CAUSE HALLUCINATIONS!

MAYBE NOT. MAYBE IT'S REAL.

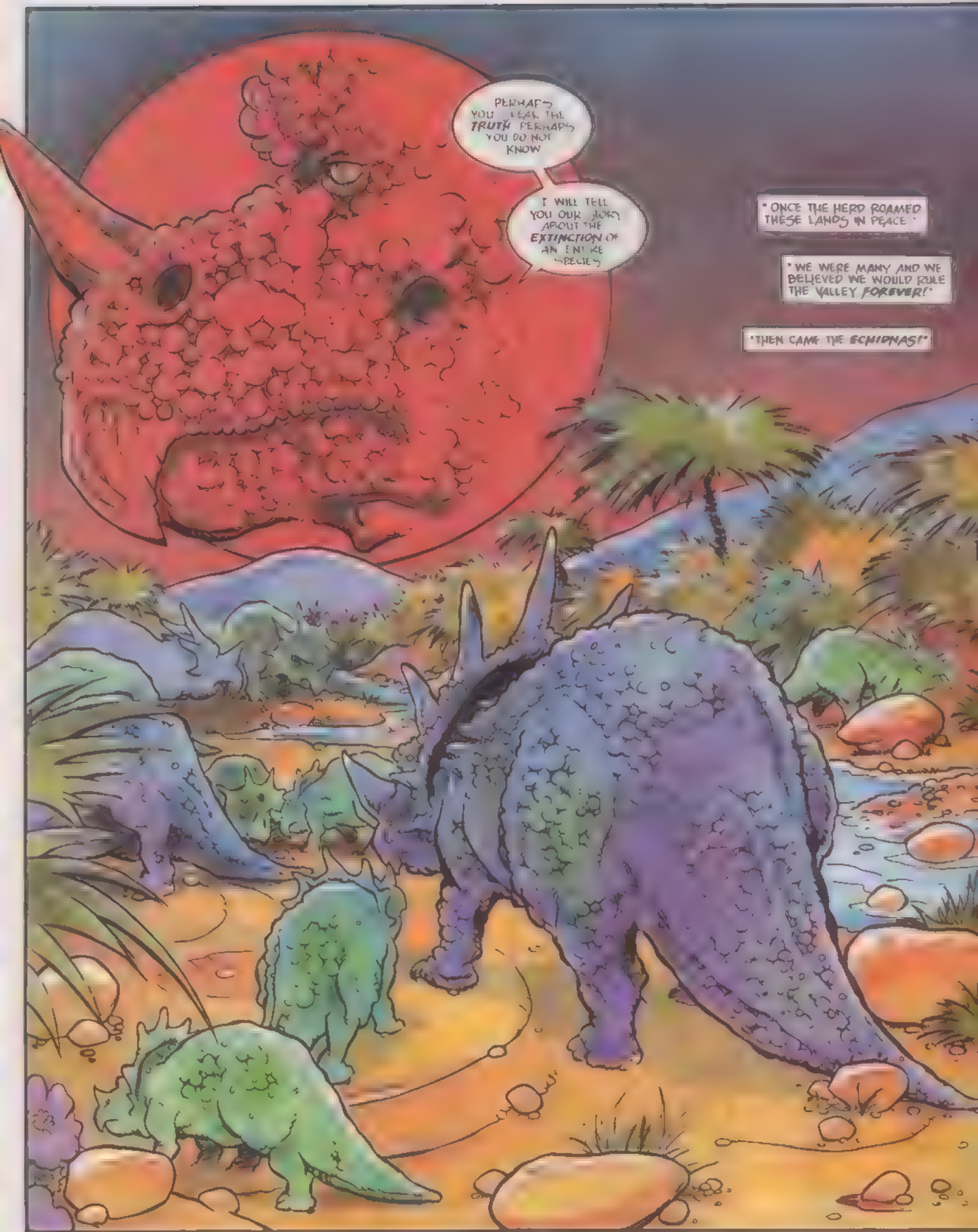
IT'S NOT A REAL
MAYBE IT'S A
HALLUCINATION

CHAK!

BUT THAT
LOOKS REALLY
REAL







PERHAPS
YOU LEAK THE
TRUTH PERHAPS
YOU DO NOT
KNOW

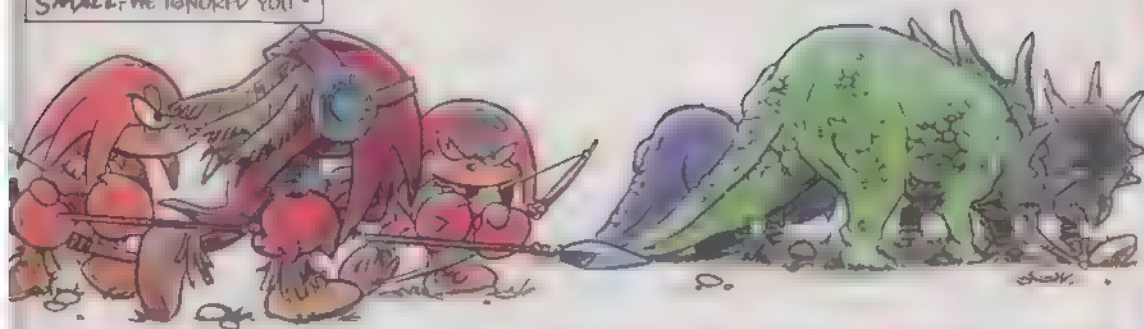
I WILL TELL
YOU OUR JOKE
ABOUT THE
EXTINCTION OF
AN ENTIRE
SPECIES

"ONCE THE HERD ROAMED
THESE LANDS IN PEACE"

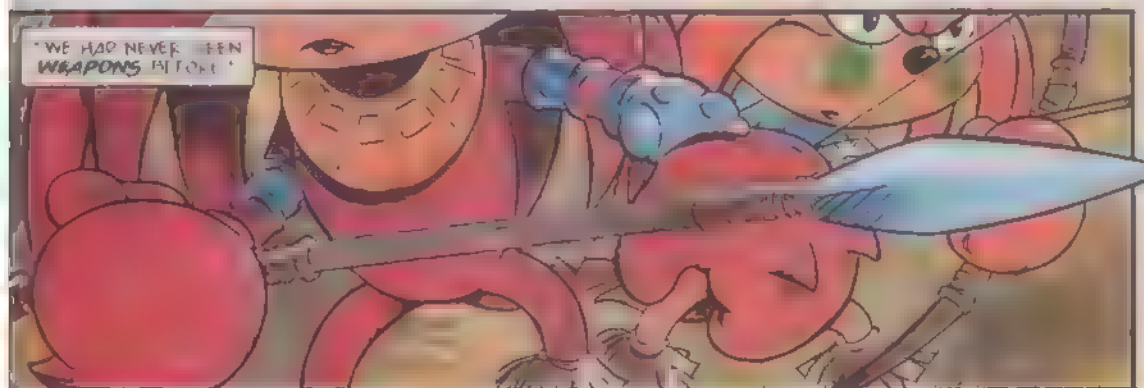
"WE WERE MANY AND WE
BELIEVED WE WOULD RULE
THE VALLEY FOREVER!"

"THEN CAME THE ECHIDNASI"

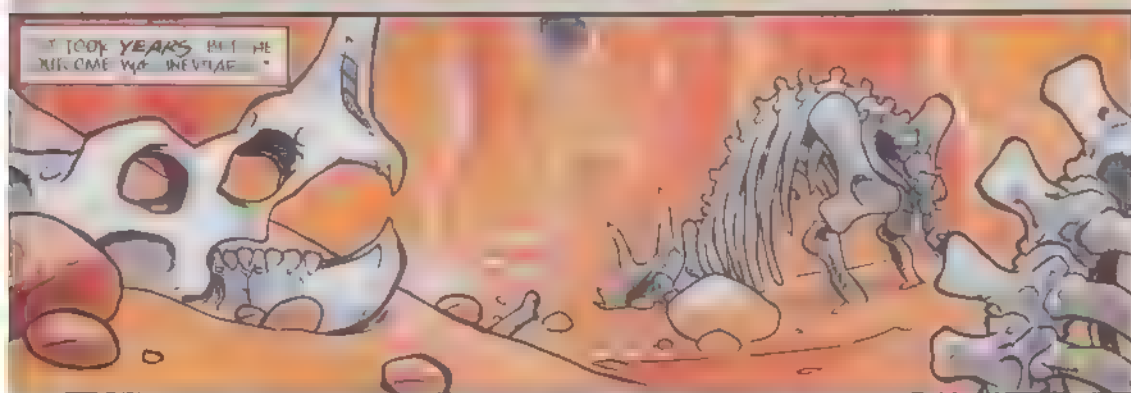
"COMPARED TO US, YOU WERE SMALL - WE IGNORED YOU."



"WE HAD NEVER SEEN WEAPONS BEFORE."



"IT TOOK YEARS, BUT HE KNEW OUR HISTORY."



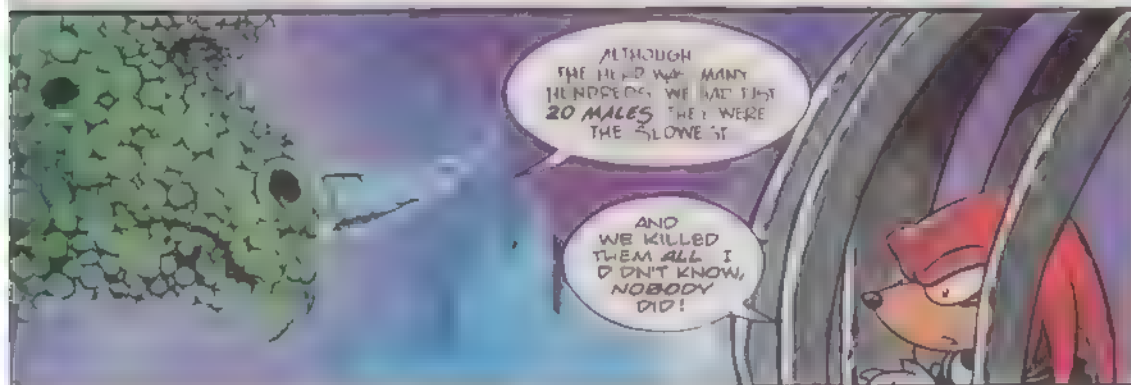
"NO WAIT! I KNOW THIS STORY. IT'S PART OF ECHIDNA AND ENU HISTORY."



"CENTURIES AGO WE HUNTED YOU FOR FOOD - BUT WE DIDN'T DESTROY THE WHOLE HERD."

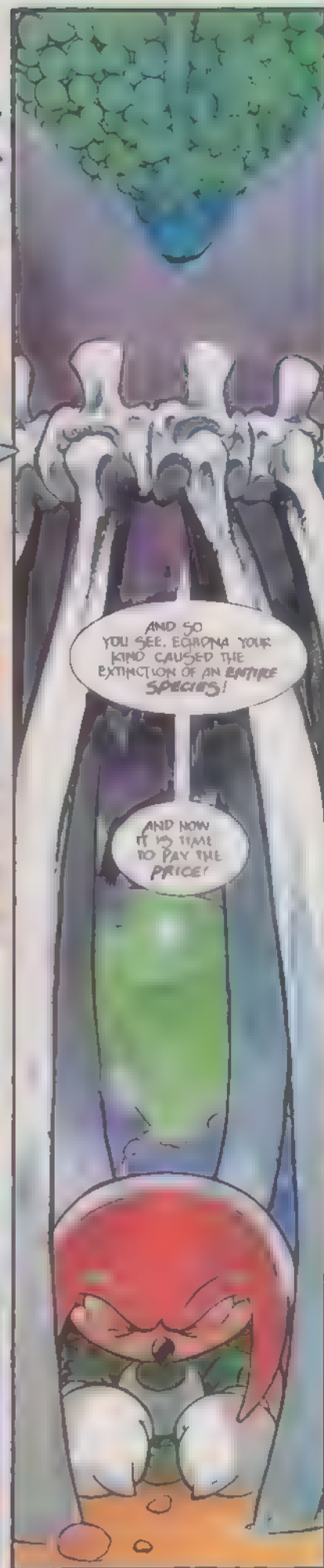
"ALTHOUGH THE HERD WAS MANY HUNDREDS, WE HAD JUST 20 MALES. THEY WERE THE SLOWEST."

"AND WE KILLED THEM ALL. I DON'T KNOW, NOBODY DID!"



"AND SO YOU SEE, ECHIDNA YOUR KIND CAUSED THE EXTINCTION OF AN ENTIRE SPECIES!"

"AND NOW IT IS TIME TO PAY THE PRICE!"





Q ZONE

Q IS FOR QUESTION.

Q IS FOR QUERY.

Q IS FOR QUANTITY.

IF YOU WANT TO ENTER THE Q ZONE FOR HINTS, TIPS AND HELP WITH YOUR FAVOURITE SEGA GAMES, DROP A LINE TO:-

Q ZONE, DOWN THE CORNER, 11-13 BUNSTOCK PLACE, LONDON, WC2H 9SA



From Issue 100 (1991)

BATMAN™ FOREVER



SPECIAL Part 2



Welcome to the concluding part of STC's Bat-File, getting you through the trickier parts of this superhero action game. Last issue, we left the Dynamic Duo fighting their way through the Criminal Circus. Now, we

Face:

After breaking boxes, head left to discover a secret area and some rather nice collectables! Now, head all the way back and right. Continue right, fighting past

the part where there's only a small section of platform. Fire your Bat rope straight up and climb into the

are no more available. Next, fly right and you'll pick



Once you're back on the ground, head right. Be careful when you come to the giant crushers. As one comes down, quickly jump up and fly over it! When you reach a room with an overhead switch, jump up to move it. Jump onto the crate that falls, then jump up and grab

jump up and grab onto another screw. You'll now head left. Flick the switch when you come to it

Once on the ground, go right, through a door to end. You'll then fight Sugar and Spice, after which you'll meet Two-Face himself. You must kill him quickly



by is to bend down

TIPS.

LEVEL FIVE - RITZ GOTHAM

fairly simply level, when you know how.

Let note to the

vel. If you don't you could be on for

ish it. Once you're in, make across av

REMEMBER TO

he bad does on

is and future levels hav

disappea

en this happens, just

Once on the ground, hit the top-left switc

LEVEL EIGHT - CLAW ISLAND

Only don't get smug as this is the hardest

ide the brain room you must pass a mental test

save Doctor Chase Meridian, which is no

ing in and out of the wall. Perfect timing is

quired or you'll end up flat on your face. Go round

e level. each green box. Try and get round as

st as possible, otherwise the green boxes will need

ighting all over again! If you manage to do that,



you then get to grips with the Riddler. After that you must face a giant marshmallow-man look-alike Riddler. If you complete that, you'll have completed

Well done and Holy games playing, Batman.

TOP TIPS

1. **Batman Forever** features collectables throughout the game and in many hidden areas. Ensure you pick these as they provide everything from extra energy to an extra life. For example, try kicking the statues and bushes in Level Two.
2. The game contains secret areas hidden in every single level. Keep searching high and low - there are loads of them to discover! You can even access one while travelling on the lift in level two!



NEXT ISSUE: BEAVIS AND BUTT-HEAD

COMMANDER BRUTUS, A ROBOT TROOPER PROGRAMMED WITH THE SAME PERSONALITY AS DOCTOR ROBOTNIK, SECRETLY PLANS TO TAKE CONTROL OF PLANET MOBIUS!

HAHAHA!
THANKS TO THIS
MIND SCANNER I NOW
POSSESS A COPY OF GRIMER'S
SCIENTIFIC KNOWLEDGE!
I CAN BUILD MY OWN
BADNIKS!

UHH

SONIC'S WORLD

Brute
Force

WH... WHAT
HAPPENED?

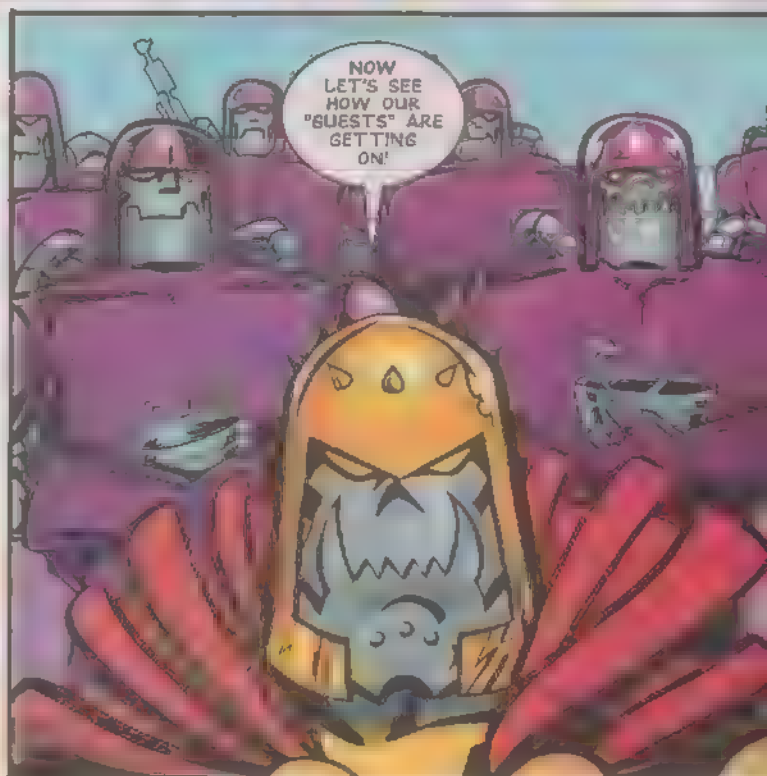
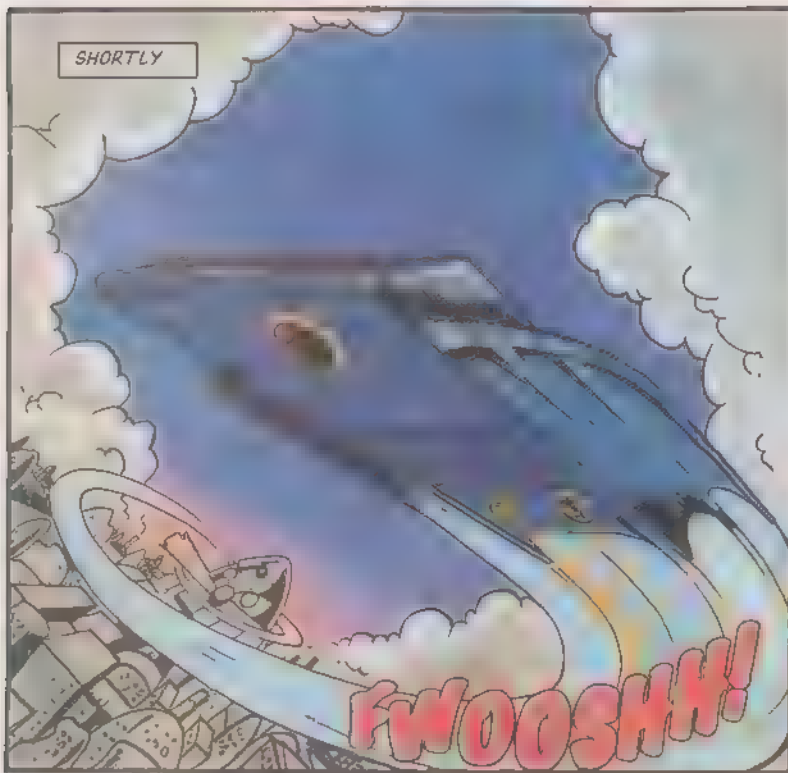
ER... YOU
UM... FAINTED!
THE STRAIN OF
THE JOB MUST
BE GETTING
TO YOU!

*ACTUALLY, BRUTUS ZAPPED HIM
IN THE LAST ISSUE! - Megadroid

YOU
JUST SIT AND
REST, GRIMER!
HAVE BUSINESS
TO ATTEND
TO

GOOD
LUCK! HOPE
THOSE MIND
SCANNERS
WORK!

OH THEY
DO... ER, I MEAN
I'M SURE THEY
WILL!







THE COTTON FACTORY ZONE, WHERE JOHNNY LIGHTFOOT IS INVESTIGATING REPORTS OF SLAVE LABOUR...

IT'S TRUE, JOHNNY! ROBOTNIK USES OUR WOOL TO MAKE HIMSELF EGG COSYS AND SOCKS AND PAYS US NOTHING!

YOU MEAN ROBOTNIK ACTUALLY HAS MORE THAN ONE PAIR OF SOCKS? YOU'D NEVER GUESS WHEN YOU'RE UPWIND OF HIM!

CAN YOU GET SONIC TO HELP US?

MAYBE I CAN SORT THIS OUT. AFTER ALL, SONIC, AMY, AND TAILS ALL GO OFF ON THEIR OWN ADVENTURES, BUT I NEVER GET A CHANCE TO...

...STAND ALONE!

ooer!

SURRENDER, LIGHTFOOT! YOU ARE OUTNUMBERED!

MAAA! SO I SEE!

NEXT ISSUE: RUN, RABBIT, RUN!



SPEED LINES

EITHER POST YOUR MAIL TO:-
SPEEDLINES, SONIC THE COMIC, 25/27 TAVISTOCK PLACE, LONDON WC1H 9SU.
... OR USE THE E-MAIL SERVICE (SEE BELOW FOR DETAILS).



Graham Stoddard, Alton, Hants.

FRIEND OR FOE?

Dear Megadroid,

I have a book called 'Sonic the Hedgehog' which says that Doctor Robotnik was a scientist who helped Sonic until an explosion turned him evil. It even says that Robotnik provided him with his red trainers. Can this be true?

John Foley, Wicklow Town,
Rep. of Ireland.
MD Owner.



The full facts of Robotnik's origin are revealed in this very issue in *Return of Chaotix*. How's that for service!



Craig Finch, Blackbird Leys, Oxford.
GG owner.

KNUCKLE UNDER?

Dear Megadroid,

I've had an argument with some pals at school. The reason is that they say Knuckles is a girl, but I know he's a boy! Could you please prove this?

Thomas Bullen, Letchworth, Herts
MD owner.



I thought Knuckles was an echidna, Thomas!

CLEAN SOLE!

Dear Megadroid,

You may think this is a silly question, but why are Sonic's sneakers always so clean?

David Sigley, Crewe, Cheshire.
MD & GG Owner.



Good breeding!

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THIS ISSUE'S
MEGA HITS!

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2ND CHOICE

3RD CHOICE

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%



Post to: Data Strip/Sonic The Comic,
25/31 Tavistock Place,
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